

Educating Youth about Relationships through Video Games

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For our Honors Project, we have created a video game that serves as an educational tool for adolescents about decision-making when experiencing unhealthy relationships. We conducted research about various relationships that adolescents experience and how unhealthy behaviors can affect them. The four storylines we decided on are friendships, dating, witnessing intimate partner violence between parents, and experiencing intimate partner violence between parents.

Our video game is a choose-your-own-adventure type where the player makes decisions in various situations that ultimately change their outcomes. Our situations cover a variety of behaviors that adolescents may encounter. We surveyed 89 University of Rhode Island students about their experiences while playing the game. A majority of respondents answered positively and believed that the game could be an effective teaching tool for adolescents. We hope that playing this game will make adolescents more aware of unhealthy behaviors in relationships and have more confidence to respond to them and seek help.

The image at the bottom of our poster shows an overview of our game's choice map. Each square represents a situation that asks the user to make a decision. Each line that is created by a square is a choice that connects to another situation. This map is a representation of the diverse choices we have incorporated into our game and the multiple endings that are dependent on the user's decisions to either seek help or avoid responding to their relationships.

Please click on the following button to begin playing our game. There are four storylines you can choose from, but feel free to play as many as you want. You do not have to take the survey that is linked within the game.

[Click here to Play the Game](#)